



COSTAGUANA

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Buona sera. This is COSTAGUANA, a magazine of postal Diplomacy and dis-combobulated dyspepsia published courtesy of the Saxon Duplicator Company by Conrad von Metzke, PO Box 27273, San Diego, CA 92128-0926. Telephone numbers: office, (619) 487-6384. home (619) 484-3649. Subscriptions do not exist. Game fees: Rumour has it that a new game will be starting here, and if so (at this juncture it is only a wispy rumour) the fee is \$7 which includes all issues published until the game ends (or until you drop out without notice). Trades: Nope.

DEADLINES: One of the players has requested that I extend my deadlines a bit, suggesting that two weeks from last round was insufficient to negotiate. The answer is yes and no. I normally run on three-week intervals, and will publish as quickly from deadline as possible to give you the maximum gap possible. This last time - and this time - I squished it to two weeks each. My logic was simply that the rulebook specifies builds and retreats be made without benefit of negotiation at all. I'm hardly a stickler for this in a postal game, but it seemed to me that what boils down to four weeks between fall and spring was plenty. In addition, I wanted to speed this thing up a little just because it's been stalled so long.

What I've ended up doing is this: I'll give you three weeks for spring orders after all. At least two of the players are at university, and with Easter break looming they may not see their mail right away. Also, two weeks from this weekend I may (not sure yet) be too busy to do the issue justice.

But as to future policy, I will grant three weeks prior to any regular move without question. For builds/retreats only, I will confine it to two. When builds are exceptionally simple (e.g. as the game rolls on) I reserve the right to give three weeks for builds and moves conditional thereon, all at once. If any serious complaints, no problem; we'll take a vote next time. Feel free to write.

NEW GAME: I've decided, between typing the first paragraph of this issue and now, to start an original new game. Fee \$7. Countries by random draw. To start when seven sleazeballs sign up. If you don't want to play per se but would be willing to serve as standby (Matt Fleming has already volunteered for this duty) you get all issues of the game without fee of any kind.

STANDBY PLAYERS FOR 1983AC: None formally registered yet, but I now have several possibilities. By next issue we should have the matter resolved. Thanks to Matt Fleming for his efforts (whether or not they actually work is irrelevant; he tried, and I appreciate it).

OH, BY THE WAY: Players in 1983AC are already getting this magazine. Therefore if you want to join the new game, my costs will be drastically reduced.

If the game announced above, your fee would be only \$3.00.

1983AC - Winter 1902

I am typing this the night before the deadline, and if appropriate will finish it at work on deadline day. The problem is that one player - actually make that two players, I just looked again - have not sent orders yet. They may arrive tomorrow. If they do, I will type them in below and publish; if they don't, there will be awkward spaces in the listings for those countries, and you'll know that builds did not arrive.

The standby player information applies ONLY in the event of those awkward spaces.

AUSTRIA (Robson): Has: a's boh, tri, ser, rum; f alb (5).
ENGLAND (Pustilnik): a hol /r/ off the board. Build f lvp, f edi. Has:
a stp; f's bar, nth, lvp, edi (5).
FRANCE (Lancaster): Builds Has: a's pic, bel, hol, gas; f;s nat,
mid; (7).
GERMANY (Fleming): Builds a ber. Has: a's kie, mun, ber; f den (4).
ITALY (Palter): Builds Has: a's ven, tun; f ion; (4).
RUSSIA (Walker): Removes f swe. Has: a's war, ukr; f aeg (3).
TURKEY (Walters): Builds f ank, f smy. Has: a's bul, con, sev; f's gre,
ank, smy (6).

Rod Walker has supplied two names of possible standby players; I'm writing them with this to ascertain if they'd be interested. If so, and if ~~there~~ are gaps remaining in France and Italy above, I'm hoping that these guys will be kind enough to send in standby moves as follows:

For France from Matt Johnston, 2286 Lancashire Cove, Germantown, TN 38138.
For Italy from James A. Stevens, 6021 Sleepy Hollow Rd., #2, Rome, NY 13440.

As I said, if the awkward gaps are filled in for those countries, then obviously the builds arrived in time and standbys are not needed.

Note how I've failed to buy any white-out yet.

SPRING 1903 MOVES are due in to me not later than FRIDAY, MAY 4, 1984.

Moves on file for England and Germany.

You know something? When I first took over this game, I considered it a little bit of fun and a little bit of a chore. I think the hassles involved in re-starting did the latter to me. But now we're rolling, and I must tell you that it is becoming pure pleasure. Thanks, guys.

Hasta la bye-bye.

EDITORIAL PARTING SHOT: Diplomacy is just one of my hobbies. Anybody care to guess what my principal hobby is?